

A man in a blue and white racing suit with "SPRINT" written on the sleeve, a white helmet with a rainbow stripe, and sunglasses is holding a black sign with white text. He is standing in front of a blue sky with a white cloud.

1, 2, OR 3  
PLAYERS

## Super Sprint™

The world's first 3-player video game!

Atari Games has re-created the same proven player appeal and earnings longevity of the original, classic SPRINT 2 game. SUPER SPRINT brings back the best driving excitement ever, plus much more . . .

- ☐ Non-stop racing action and head-to-head competition
- ☐ 1, 2, or 3 players compete against each other and against computer-controlled cars
- ☐ 8 unique tracks (players select starting track)
- ☐ Each race consists of 4 laps. If players beat the "drone" cars, the race continues on an unpredictable, new track.

Three open-wheel racing cars are shown on a track. From left to right, they are blue, red, and yellow. The blue car is in the foreground, and the red and yellow cars are behind it.

# SUPER SPRINT™



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has triple action excitement with game features today's players expect.



**TRACK #2**  
Full speed ahead on the jump ramp



**TRACK SELECT SCREEN**  
Players select easy, medium, hard, or very hard starting track.



**TRACK #5**  
Take gates for shortcuts



**TRACK #7**  
Slide on banked and hairpin turns



**STAT SCREEN**  
The Winner's Circle shows each player's racing stats at the end of each heat.



**TRACK #8**  
The ultimate challenge

## More players, more quarters!

The multi-player, add-a-coin concept has been proven to bring in higher collections than ever before. In SUPER SPRINT, up to 3 players can enter a game at any time. If a player loses to one of the drone cars, another coin will allow them to continue on to the next heat.

## All new tracks and challenging obstacles.

Each racing heat consists of four laps. The lead car is indicated by the flashing score. Intensity builds as drivers compete for the checkered flag. Each track offers unique challenges, including jump ramps, opening and closing gates, hidden short cuts, over/under passes, and banked turns.

Track obstacles appear randomly to test players driving skills. Oil spills, twisters, traffic cones, and "poppers" are just some of the hazards.

## Custom car features are the key to SUPER SPRINT.

Throughout each race, players compete to collect gold wrenches which appear randomly on the track. Wrenches can be traded in for custom car features such as *super traction*, *higher top speed*, and *turbo acceleration*.

## Distributed by

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There are five levels of each of these features, for a total of 15 custom car bonuses. There is also an unlimited bonus of increased score for more skillful players.

Players get to keep any custom car features, as long as they continue adding coins to stay in the game.

Bonus wrenches are also awarded to new players who join in a game on the more difficult tracks.

## More innovation from Atari.

At the end of each race, players go to the Winner's Circle where each driver's rank, average lap time, and best lap time are given.

SUPER SPRINT adds to the realism with superior graphics and detailed animation, along with stereo music and sound effects.

## Operator options.

There are four levels of game difficulty for each of the following: drone speed, number of wrenches for bonus car features, and track hazard difficulty.

### Game specifications:

Controls: 3 steering wheels and 3 accelerator pedals

### Dimensions:

**Height:** 64½ in., 164 cm.

**Width:** 40¾ in., 104 cm.

**Depth:** 39¼ in., 100 cm. (installed mode); 35½ in., 90 cm. (shipping mode)

**Weight:** 340 lbs., 154 kg.